

FEY CHARM

Depending on how the PCs fare in Grimpfkin's challenges, the PCs might earn one of the following.

Charm of Luck: Once during the encounter in area Q, a PC can choose to reroll a d20 after seeing the result but before learning the outcome. The PC must keep the new result.

Greater Charm of Luck: This functions as the Charm of Luck, but the PC can roll twice when rerolling the d20 and take the higher result.

Jinx: The first time a PC hits an enemy, she must reroll the attack roll and use the new result. Alternatively, first time an enemy fails a save against the PC's spell or effect, the enemy rerolls the save and keeps the new result.

Weakened Rift:

- Regain a single use of an ability the PC can use four or fewer times per day or two uses of an ability the PC can use at least five times a day.
- Regain one or more spells or spell slots whose total levels are equal to your character level (minimum 2).
- Remove a temporary negative level or a disease.
- Cure 1d3 points of damage to all ability scores.
- Gain a +1 sacred bonus on attack rolls and saving throws either for the duration of your current combat encounter or for the duration of your next combat encounter.

Contribute Magic: Although skillful practitioners perform the ritual, magical energy helps sustain it. By expending one prepared spell or unused spell slot from their highest or second-highest spell slot (minimum 1st level), a PC can fuel the ritual with their raw magical power. Doing so requires no check.

Defend the Site: Until the ritual concludes, undead continue to emerge from the rift, and monsters encroach from the wilderness. With a successful Average attack roll or Craft (traps) check, a PC neutralizes one or more of these threats as they approach, keeping the ritual's participants safe. A PC can also succeed at this task by using a spell or ability that harms undead; this succeeds if the ability deals damage equal to at least $3 \times \text{APL}$ to a single target or $2 \times \text{APL}$ to multiple creatures. Failing this task represents being overrun by foes, some of which begin threatening the ritual's secondary casters.

Perform the Ritual: With a successful Average Knowledge (arcana), Knowledge (planes), Knowledge (religion), or Spellcraft check or a Hard Perform (dance or sing) or Use Magic Device check, a PC applies her expertise to the ritual, increasing its power. Failing this task represents making mistakes that make no meaningful contribution—or even accidentally undermines the ritual in a minor way.

Prepare Reagents: The ritual includes numerous powerful focuses and material components, and the Twinhorn mystics brought most of what they need. However, the rift's resilience requires far more materials than anticipated. With a successful Average Appraise, Craft (alchemy), Heal, Knowledge (nature), or Profession (herbalist) check, a PC adeptly prepares additional ritual focuses that are quickly incorporated into the incantations. Failing this task represents the creation of inadequate materials that crumble when exposed to the Negative Energy Plane's power.

Other Methods: A PC can use the aid another action in place of attempting her own check. A PC might also have a convincing technique or application of a spell or ability that she could contribute in place of one of the techniques above. In general, this should be treated as a success if it uses a potent, limited-use ability such as a higher-level spell or ability with few uses per day. In other cases, it's typically appropriate to call for a relevant Average DC skill check to determine if the effort succeeds.

Dangerous Drake:

Allied Offensive: Other Pathfinders aid your attack, increasing the damage you deal by the listed amount. After the attack, anyone attacking the target is considered to be flanking until the beginning of your next turn.

Subtier				
1-2	3-4	5-6	7-8	10-11
1d8	1d8	2d8	2d8	3d8